

Ammo Rules within Airborne Airsoft

Military Simulation

On Milsim we try to keep ammo limits as realistic as possible, while trying to please all our customers, we all have different ideas in what we should use, we all have different magazine types low, mid or high cap magazines, some of us has a mixture, so the way around this is to have ammo restrictions within each game, for e.g.:-

- High caps take approx 350 – 400rds
- Mid caps take approx 50 – 120rds
- Low caps take 20rds.

So if a game is 400rds that means 1xHigh, 4xMid or Low caps with speed loaders, or a combination

Now unlike other companies who would like you to use as much ammo as you can so they can sell you a bottle of 3000rds for £10 (or more) thereby making more money for themselves. We at Airborne Airsoft believe in conserving your ammo, by using aimed shots and short bursts, why use 100rds when a short burst, double tap or a couple of rounds will do, this does two things first it's cheaper for you our customer and secondly it makes the games more realistic

Skirmish Games

Skirmish games are slightly different where ammo limits are concerned, this is where customers like to shoot them up type scenarios', where you can use more ammo, at Airborne Airsoft we still put a restriction on ammo limits of 700rds each game, as you may have notice its 300rds more per game than Milsim, but again we still like you to get in the habit in conserving you ammo.

Ammo Replens

We have ammo Replens through the day on a Milsim in form of an ammo dump this is where you have to take and guard the ammo dump and replenish your troops after each task/game.

Skirmish as dead letter box, ammo dumped within a designated area normally the regen point.

If you have used your quota before the end of each game then you become inoperative in other words you have no means in carrying on, this is where you do one of two things

1. Sit the remainder of the game out (which won't be that long)
2. Use a back up weapon i.e. a Pistol or Shotgun (which has no magazine or shell limits)

As you can see for a day's play of a min of 6 games all you should require is approx 3000 – 4200 for an AEG, and as for skirmish we also have the change around games.

Support Weapons

Support Weapons limits are higher because of the nature of the weapon and the role in which it plays within a game. This is 1 box magazine per gun per game.

However again we still like the gunner to use his ammo sparingly using the weapon for what it is intended for, keeping the enemy's heads down to support the teams while they are maneuvering to take out the enemy's position.

Backup Weapons

This is normally a Pistol or a Shotgun and we don't place any restriction on how many magazines or shells you have. But if you have to keep constantly using your back up because you run out of ammo then you need to rethink your tactics and how you are using your weapon,

This is where we at Airborne can help you, by watching you and taking notes and giving you some pointers, thereby saving you money in wasted BBs.

Note

We do understand that some of our players would like to use more ammo or have no restrictions placed upon amount used.

But we have to cater for the vast majority of gamers and after extensive research by speaking to individual players / groups and teams and playing different games whether it is a Milsim or Skirmish the above is what Airborne Airsoft and its players have come up with.

All our sites we play at whether it is Urban or a Woodland site we do state prior the game via the web site if the day being run is a Milsim / Skirmish or a mixture of both so our customers can ensure they have enough ammo.

Also by conserving your ammo like this, means you save money on ammo and can enjoy another event with Airborne Airsoft.